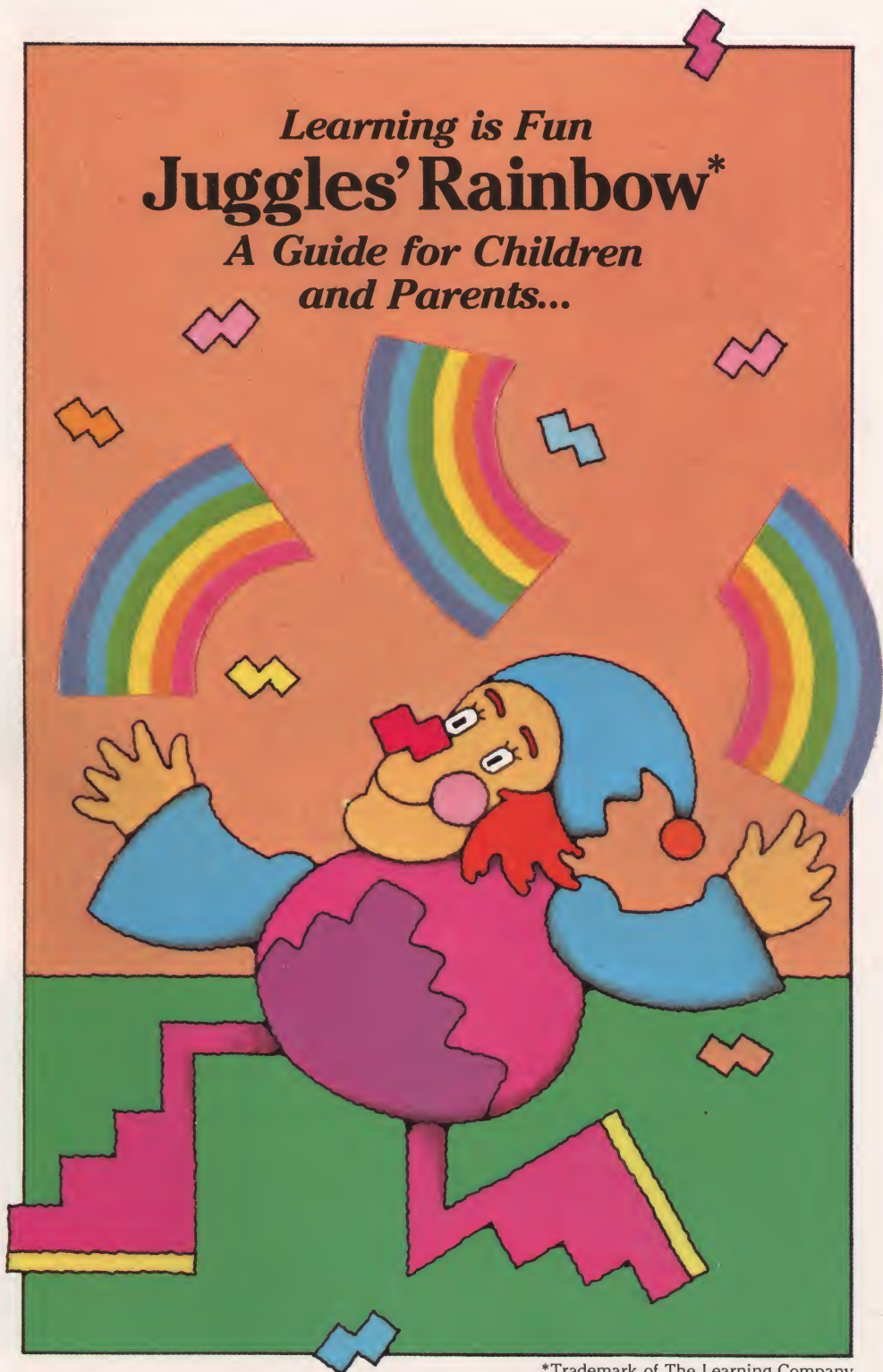


Learning is Fun
Juggles' Rainbow*

*A Guide for Children
and Parents...*



*Trademark of The Learning Company





Start getting your child ready for school with the help of Juggles' Rainbow*. With this program, you and your preschool child can experience an exciting learning adventure. By teaching the concepts of "above," "below," "left" and "right," Juggles' Rainbow helps develop spatial skills necessary for recognizing the alphabet, for spelling and for reading. It's also an ideal way to introduce your child to the world of computers.

Juggles' Rainbow is designed with three learning games (or lessons), with three parts to each. The first two parts of each game allow your child to explore, then test what he or she has learned. Finally, the third part is a "playground" where your child can try out the ideas covered.

Juggles' Rainbow allows your child to learn and explore, with or without helpful picture clues, and with or without the blue keyboard overlay strips contained in your Juggles' Rainbow package.

This manual provides:

- ◆ Instructions for loading the Juggles' Rainbow program into your ATARI® Home Computer.
- ◆ A guide to the learning games that can be read aloud with your child.
- ◆ Suggestions for other activities you and your child can enjoy together.





Loading the Juggles' Rainbow Cassette

To load the Juggles' Rainbow program from the cassette tape into your ATARI Home Computer:

1. Make sure that your ATARI Home Computer is turned off. The cartridge slots should be empty.
2. Insert the cassette into your ATARI 410™ Program Recorder. Close the door on the program recorder and rewind the tape to its beginning.
3. Turn your television on.
4. Turn your computer on while holding down the START key on the computer. You'll hear a "beep" sound.
5. Press PLAY on the ATARI 410 Program Recorder, then press the RETURN key on the computer.

The tape starts turning as the Juggles' Rainbow program loads into the computer. When it finishes loading, the Juggles' Rainbow title screen appears on your TV. Please note that if you press the SYSTEM RESET key, the cassette program must be reloaded.





Loading the Juggles' Rainbow Diskette

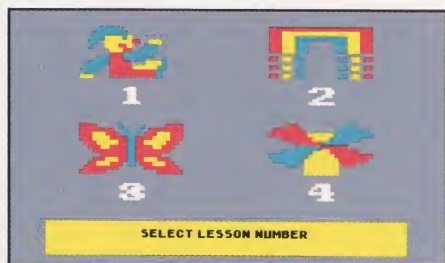
To load the Juggles' Rainbow program from the diskette into your ATARI Home Computer:

1. Turn the computer off by pressing the switch on the right side of the computer console.
2. Turn on your ATARI 810™ Disk Drive. When the BUSY light goes out on the disk drive, open the disk drive door by pressing the button just to the left of the ATARI 810 label.
3. Turn your television on.
4. Insert the Juggles' Rainbow Diskette. Close the disk drive door and then switch your computer on. You'll hear a whirring noise as the program loads into the computer. Then the Juggles' Rainbow title screen appears.



Playing Juggles' Rainbow

First, look at your TV screen. You'll see the Juggles' Rainbow Picture Menu. There are four choices—Juggles, the Rainbow, the Butterfly and the Windmill. Press the number of the one you want and Juggles takes you there.



Juggles

Look at your Picture Menu. See Juggles with his blue cap? Press the 1 key and he lets you choose how you want to play the learning games he has in store.

See what choices you have? Press the 1 key if you want Juggles to give you some help with the lessons. Press 2 if you've practiced the games and don't need any help from Juggles. Press the 3 key if you'd like to go slowly through



the lessons. Press the 4 key to go at a regular speed. Press 5 to go fast. Pressing 6 returns you to the Picture Menu, where you can pick the lesson you want. That's all there is to it!

Parents: During each lesson, Juggles asks your child to press a key in a certain area on the computer keyboard. (If your child presses the SHIFT, CTRL or BREAK keys, the computer will not respond.) If you select PICTURE CLUES, the computer outlines the area where your child should press a key. Unless your child can read already, you should probably start out by using the picture clues. Then later on you can try the program without them.

Also, the SPACE BAR always takes you on to the next part of the lesson or begins the lesson again. The dark yellow OPTION key takes you back to the Picture Menu.



The Rainbow

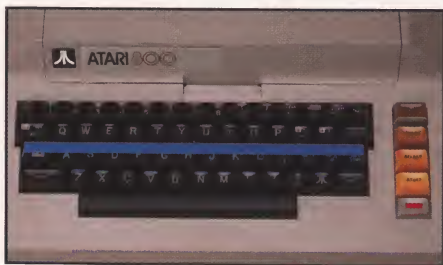
Before you begin the Rainbow lesson, place the blue overlay strip that comes in your Juggles' Rainbow package over the second row of keys on your computer keyboard.

The Rainbow lesson is about the difference between things that are "above" and things that are "below." Airplanes fly *above* the ground, and there are nets *below* the trapeze in a circus, in case someone falls.

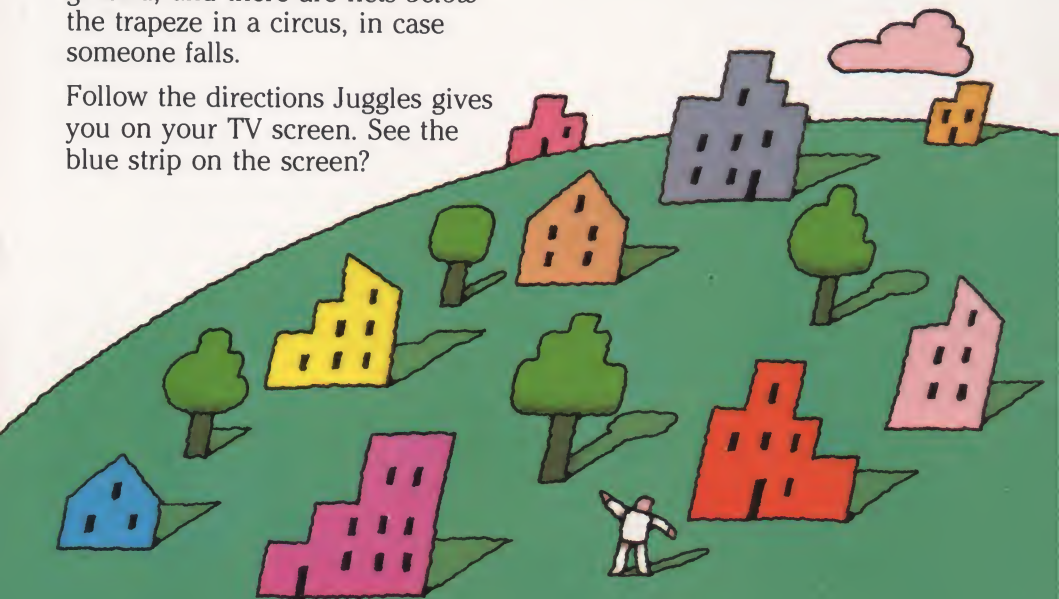
Follow the directions Juggles gives you on your TV screen. See the blue strip on the screen?

It matches the one on your keyboard.

Press any key on your computer. See the colored box that appears? Juggles shows you whether you picked a key above or below the blue strip.

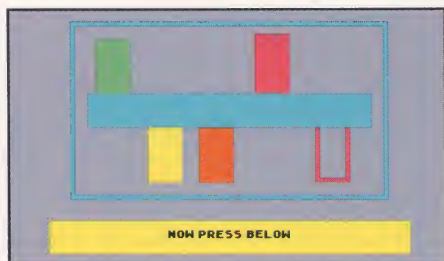


After you press five keys, you see a blue border around your screen.





The Rainbow (cont.)



When Juggles says, "NOW PRESS ABOVE," you press any key above the blue strip. Press a key below the blue strip when Juggles says, "NOW PRESS BELOW." If you miss two times in a row, Juggles takes you back to the first part of the lesson.

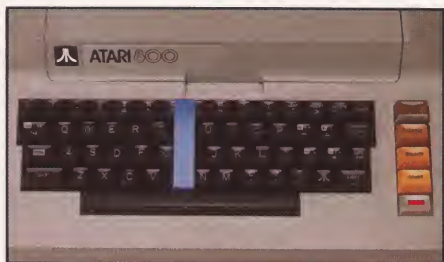
If you get five right, Juggles takes you to the next part. Here, Juggles shows you some bigger boxes. Press the keys five times and see what happens.

Then you see the blue border. Follow the directions and Juggles fills in the box he has outlined for you with color.

If you get five right, Juggles moves on to the picture game. Press any of the keys you like, and see what happens.

Press the long bar at the bottom of the keyboard to go back to the beginning of the Rainbow lesson.

The Butterfly

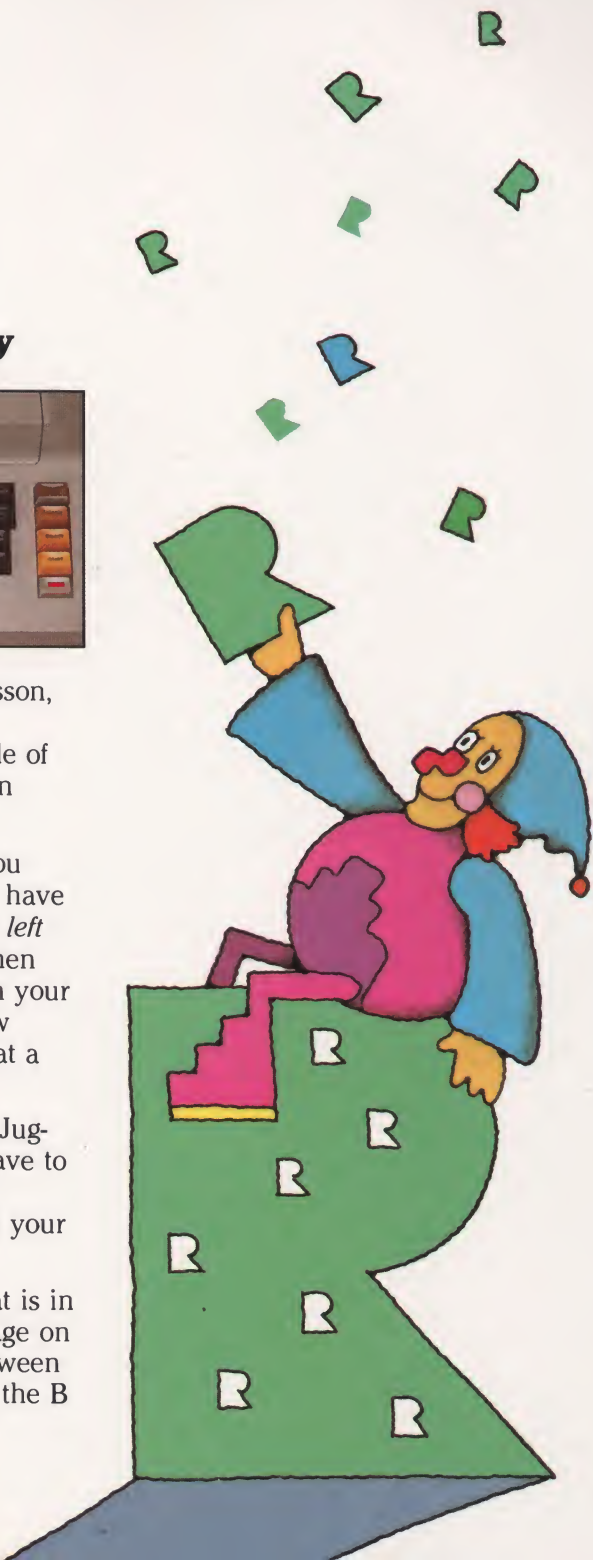


To get to the Butterfly lesson, press the dark yellow OPTION key on the right side of the computer keyboard. Then press the 3 key.

The Butterfly lesson helps you learn “left” and “right.” You have a *left* arm and a *right* arm, a *left* side and a *right* side, and when you are going somewhere on your bike, you often need to know whether to turn *left* or *right* at a corner.

Juggles’ Butterfly works like Juggles’ Rainbow, except you have to match right and left on your keyboard to right and left on your screen.

Place the short blue strip that is in your Juggles’ Rainbow package on your computer keyboard between the 6 and 7 keys and below the B key.





The Windmill

Let Juggles take you to the Windmill lesson. Have you ever played with a pinwheel? Well, windmills are like giant pinwheels, and the wind makes them go round and round.

Juggles' Windmill puts all the directions together, so you can learn *above left*, *above right*, *below left* and *below right*! But first, put both of the blue strips that came in your package on the keyboard.

Just like the Rainbow and Butterfly lessons, the Windmill lesson lets you explore, follow directions and play. This time you press eight keys before you move on to the next part of the lesson.

At the end of the lesson, you can play with the windmill. Make the bird hop from one arm of the windmill to another by pressing *above left*, *below left*, *above right* or *below right*.

Other Games to Play With Juggles

There are many other games you can play with Juggles' Rainbow. And you can play with the pictures at the end of each lesson as long as you want. Play with a friend. One of you can press a key and the other can guess whether it is above, below, left or right. Or try putting your own blocks or pieces of colored paper together on a table. Try matching the pictures you see on your TV screen. When you're playing with the butterfly, close your eyes. Let your friend press some keys on one side of the blue strip. Then open your eyes. See how many times it takes you to match the other side of the butterfly to the one your friend drew. You and your friend can take turns closing your eyes. Make up your own games, too! Have fun playing with Juggles!

Parent's Guide

Let your child explore with Juggles' Rainbow. Here are a few exercises you may want to try.

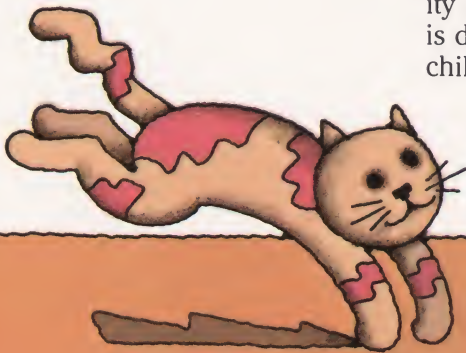
◆ When you begin using Juggles' Rainbow, try pointing to the directions at the bottom of your TV screen as you read them aloud with your child. This helps your child learn to follow a line of print.

◆ The colored bars and circles used in Juggles' Rainbow help your child distinguish between different shapes and sizes. When your child recognizes the shape of the circle, demonstrate how

you make a circle by touching the ends of your thumb and index finger. This kind of example helps your child remember shapes and recognize them in the environment.

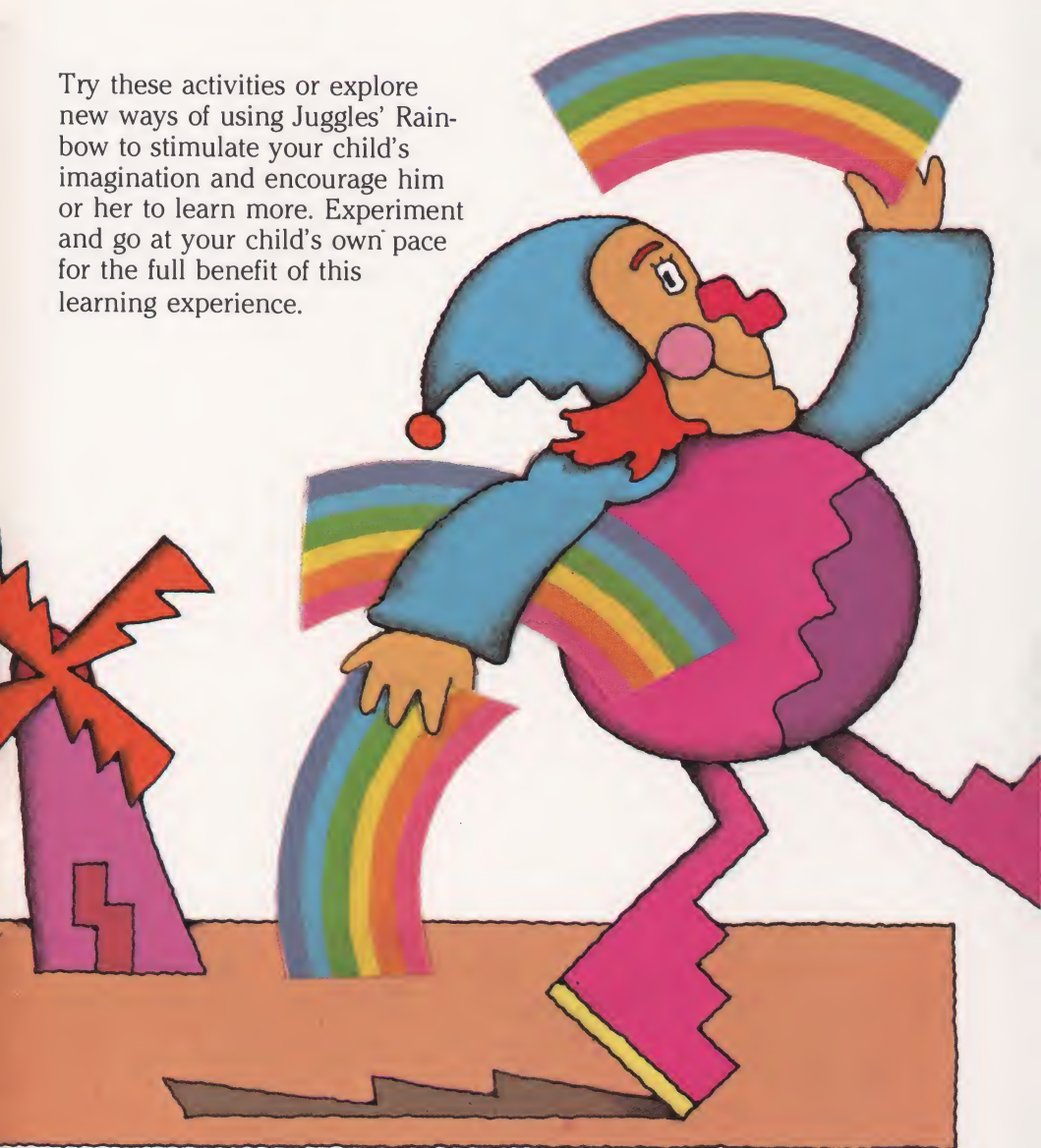
◆ Your child may like making up stories to go along with the colorful pictures at the end of each lesson. Ask questions such as: Where do you think this butterfly is flying to? Do you think Juggles works in a circus? Where do you think windmills can be found? You can also ask your child to name the colors on the screen.

◆ The letters b, d, p and q are the most difficult letters for young children because of their similarity in shape. The Windmill lesson is designed to familiarize your child with these shapes.



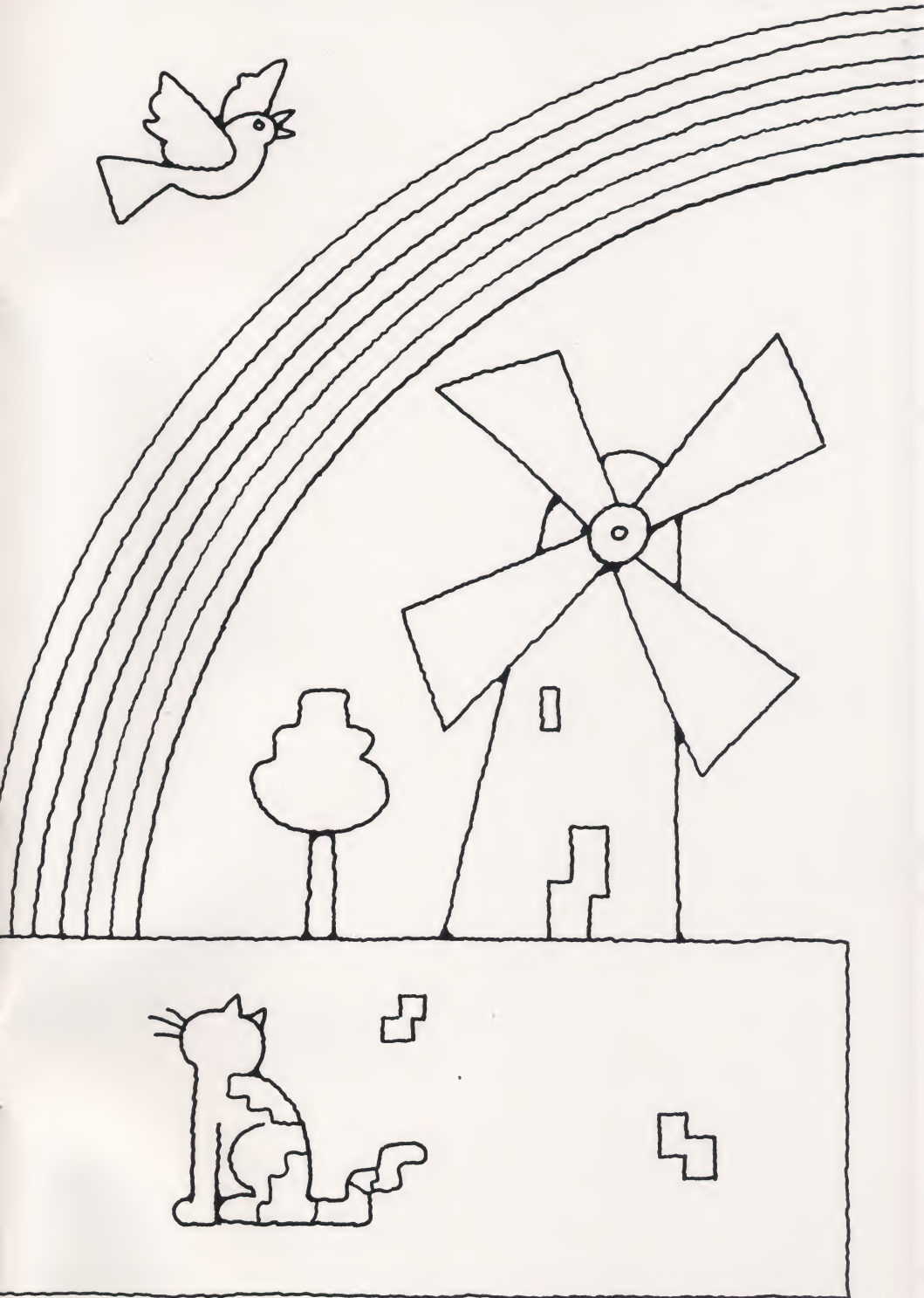


Try these activities or explore new ways of using Juggles' Rainbow to stimulate your child's imagination and encourage him or her to learn more. Experiment and go at your child's own pace for the full benefit of this learning experience.




Here's a Juggles' Rainbow
picture you can color and
keep for your very own!







A Warner Communications Company 

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, ATARI, INC. is unable to guarantee the accuracy of the printed material after the date of publication and disclaims liability for changes, errors or omissions.

No reproduction of this document or any portion of its contents is allowed without specific written permission of ATARI, INC., Sunnyvale CA 94086.